DOCUMENT RESUME

ED 232 625 IR 020 013

TITLE	My First Alphabet. MicroSIFT Courseware Evaluation.
INSTITUTION	Northwest Regional Educational Lab., Portland, Oreg.
PUB DATE	Sep 82
NOTE	2p.; In its: MicroSIFT Courseware Evaluations (1-87), 1982. See ED 226 765.
PUB TYPE	Reports - Evaluative/Feasibility (142)
EDRS PRICE	MF01/PC01 Plus Postage.
DESCRIPTORS	*Computer Assisted Instruction; *Computer Programs; Drills (Practice); Educational Games; Kindergarten; *Letters (Alphabet); Microcomputers; *Numbers; Pattern Recognition; Preschool Education; Tutoring
IDENTIFIERS	Atari 800; Courseware Evaluation; Microcomputer Software and Info for Teachers; PF Project; Software Evaluation; *Software Reviews

ABSTRACT

THE FOLLOWING IS THE FULL TEXT OF THIS DOCUMENT (Except for the Evaluation Summary Table): VERSION: Atari APX-20083. PRODUCER: Atari, Inc., 60 E. Plumeria, P.O. Box 50047, San Jose, California 95050. EVALUATION COMPLETED: September 1982 by the staff and constituents of the Capital Children's Museum. Their evaluation is partly based on observation of student use of the package. COST: $34.95. ABILITY LEVEL: Pre-kindergarten to kindergarten. SUBJECT: Alphabet and number recognition. MEDIUM OF TRANSFER: 5-1/4" flexible disk. REQUIRED HARDWARE: Atari 800 with 24K ram, Atari 810 disk drive, monitor or television. REQUIRED SOFTWARE: Atari Basic (cartridge). INSTRUCTIONAL PURPOSE: Remediation, standard instruction, enrichment, assessment. INSTRUCTIONAL TECHNIQUES: Drill and practice, tutorial, information retrieval, game, learning management, pattern recognition. DOCUMENTATION AVAILABLE: Supplementary materials include: suggested grade/ability level(s), instructional objectives, sample program output, program operating instructions, and teacher's information. INSTRUCTIONAL OBJECTIVES (Stated): To teach the alphabet and numbers in a pleasing fashion by means of association. INSTRUCTIONAL PREREQUISITES (Inferred): The ability to manipulate the computer system, especially the keyboard. CONTENT AND STRUCTURE: "My First Alphabet" serves as a remedial reinforcement as well as a number and alphabet learning program. The package provides optional selections for the user, depending on how the program is used. Users may select prompts or answers. ESTIMATED STUDENT TIME REQUIRED: Thirty minutes to one hour per day. POTENTIAL USES: The package is appropriate for group work in the classroom or for home use. For children just beginning to use the program, a great deal of adult supervision will be needed. The program is quite noisy and could disturb children working on other projects nearby. MAJOR STRENGTHS: 1. The graphics are excellent, 2. The sound rewards are varied, 3. The program relies on association to teach, rather than on drill, 4. The program is stimulating and enjoyable. MAJOR WEAKNESSES: 1. A letter or number should be drawn before its picture is presented so that children have enough time to study its shape, 2. Motion of graphics and prompts across the screen should be from left to right to encourage children with Dyslexia to read in that direction, 3. If the program were used wih a voice synthesizer, children would not have to depend on an adult to be sitting with them, 4. The disk is required at most times in the program, 5. Exit from the program is only possible at the end of each presentation or respond, which renders the documentation pointless. EVALUATION SUMMARY: Evaluators indicate they would use or recommend use of this package with little or no change. (Author)

ED232625

EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)
✓ This document has been reproduced as received from the person or organization originating it.
☐ Minor changes have been made to improve reproduction quality.
• Points of view or opinions stated in this document do not necessarily represent official NIE position or policy.

My First Alphabet

VERSION: Atari APX-20083

PRODUCER: Atari, Inc.
60 E. Plumeria
P.O. Box 50047
San Jose, California 95050

EVALUATION COMPLETED: September 1982 by the staff and constituents of the Capital Children's Museum. Their evaluation is partly based on observation of student use of the package.

COST: $34.95

ABILITY LEVEL: Pre-kindergarten to kindergarten
SUBJECT: Alphabet and number recognition
MEDIUM OF TRANSFER: 5-1/4" flexible disk
REQUIRED HARDWARE: Atari 800 with 24K ram, Atari 810 disk drive, monitor or television
REQUIRED SOFTWARE: Atari Basic (cartridge)
INSTRUCTIONAL PURPOSE: Remediation, standard instruction, enrichment, assessment
INSTRUCTIONAL TECHNIQUES: Drill and practice, tutorial, information retrieval, game, learning management, pattern recognition

DOCUMENTATION AVAILABLE: Supplementary materials include: suggested grade/ability level(s), instructional objectives, sample program output, program operating instructions, and teacher's information

INSTRUCTIONAL OBJECTIVES (Stated): To teach the alphabet and numbers in a pleasing fashion by means of association

INSTRUCTIONAL PREREQUISITES (Inferred): The ability to manipulate the computer system, especially the keyboard

CONTENT AND STRUCTURE: "My First Alphabet" serves as a remedial reinforcement as well as a number and alphabet learning program. The package provides optional selections for the user, depending on how the program is used. Users may select prompts or answers

ESTIMATED STUDENT TIME REQUIRED: Thirty minutes to one hour per day

POTENTIAL USES: The package is appropriate for group work in the classroom or for home use. For children just beginning to use the program, a great deal of adult supervision will be needed. The program is quite noisy and could disturb children working on other projects nearby.

MAJOR STRENGTHS: 1. The graphics are excellent, 2. The sound rewards are varied, 3. The program relies on association to teach, rather than on drill, 4. The program is stimulating and enjoyable.

MAJOR WEAKNESSES: 1. A letter or number should be drawn before its picture is presented so that children have enough time to study its shape., 2. Motion of graphics and prompts across the screen should be from left to right to encourage children with Dyslexia to read in that direction, 3. If the program were used with a voice synthesizer, children would not have to depend on an adult to be sitting with them, 4. The disk is required at most times in the program, 5. Exit from the program is only possible at the end of each presentation or respond, which renders the documentation pointless.

EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
	•				Student creativity is effectively stimulated.
	•				Feedback is effectively employed.

SA	A	D	SD	NA	
		•			Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
				•	User support materials are comprehensive.
				•	User support materials are effective.
	•				Information displays are effective.
		•			Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicate they would use or recommend use of this package with little or no change.

IR 020013

Northwest Regional Educational Laboratory
300 S.W. Sixth Avenue • Portland, Oregon 97204
(503) 248-6800

This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

Permission to reproduce this document is hereby granted.